THE FLINTSTONES®

The Rescue of Dino & Hoppy

NES-5Z-USA

INSTRUCTION BOOKLET

TAITO™

Ⓣ

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM®

Nintendo and Nintendo Entertainment system are registered trademarks of Nintendo of America Inc.

TAITO ® is a trademark of Taito America Corp. © 1991
FLINTSTONES ® is a registered trademark of Hanna - Barbera Productions, Inc
© 1991 Hanna - Barbera Productions, Inc.
Licensed by Hanna - Barbera Productions, Inc.

PRECAUTIONS

Always make sure the power is off when inserting or removing the game pak from your computer.

This is a highly sensitive game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.

Do not touch the terminal connectors or get them wet, or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.

Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

⚠ WARNING: DO NOT USE WITH ⚠ FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged by video games with stationary screens or patterns that are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games: other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY
READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

THANK YOU

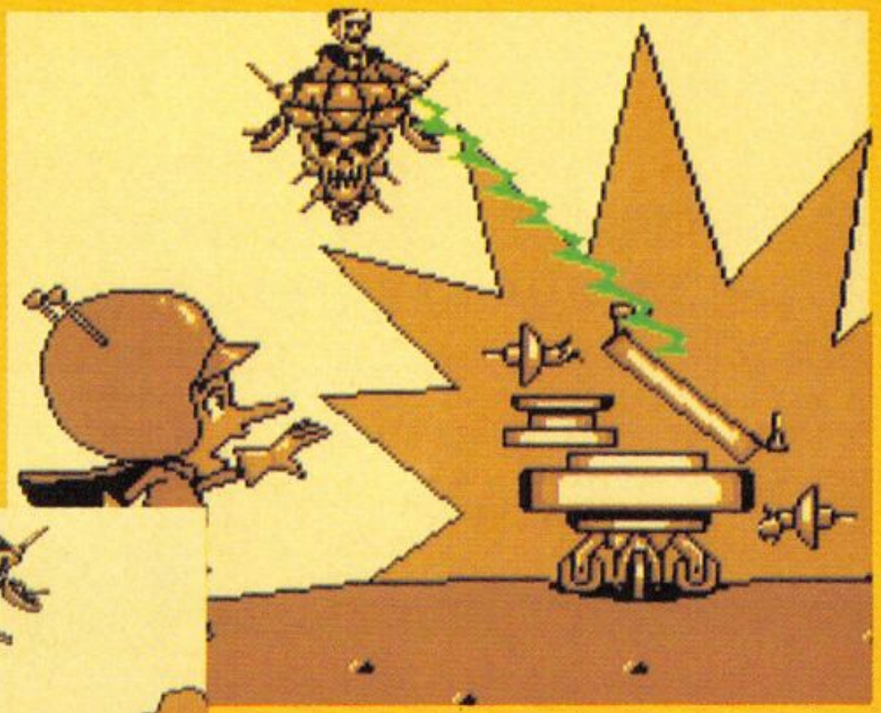
for purchasing the FLINTSTONES ® From Taito ™.
Before you begin your mission to the future, please read this instruction booklet carefully and keep it for your future reference.

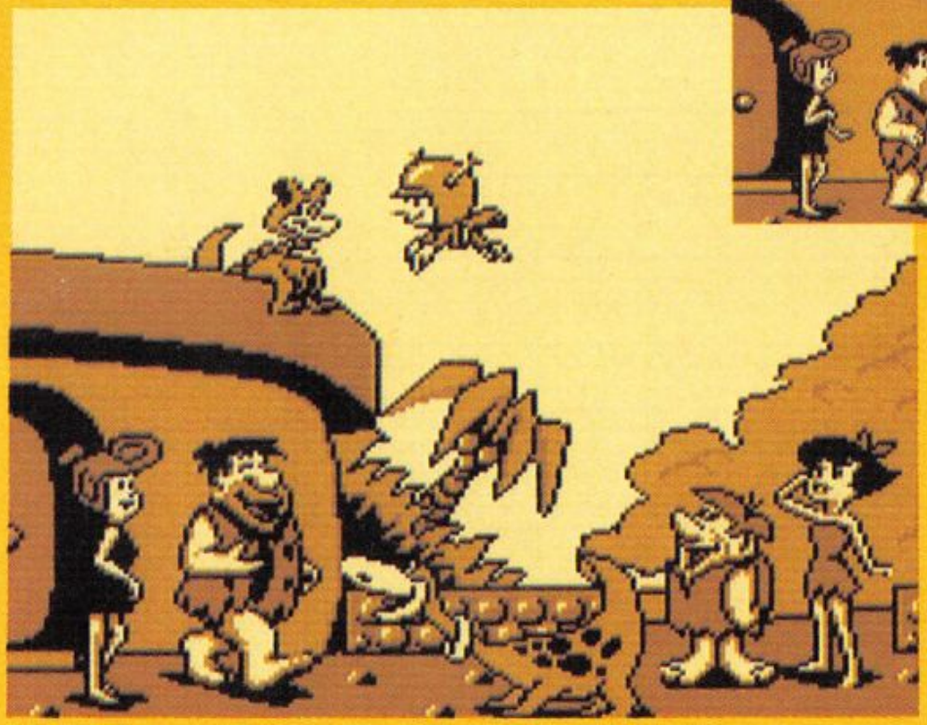
CONTENTS

STORY ——— 4
PLAY CONTROL ——— 5
SCREEN DISPLAY ——— 6
PLAYING THE GAME ——— 7
ITEMS ——— 9
WEAPONS ——— 10
BASKETBALL ——— 11
TIPS & TRICKS ——— 13
WARRANTY ——— 15

30th CENTURY DINOSAUR THIEF!

Fred Flintstone and his wife, Wilma, lived ages and ages ago during the Stone Age. Their neighbors were Betty and Barney Rubble, and the two families were close friends. The Flintstones and the Rubbles lived at the edge of Bedrock, a booming town made from tons of stone, with their pets—Dino the Dinosaur and Hoppy the Hoppasaurus.





One day, unfortunately, the nasty Dr. Turner arrived in Bedrock. He was a time traveller from the 30th Century, who had come to collect dinosaurs. After nabbing Dino and Hoppy, he returned to his own time and put them in a zoo. To get them back, Fred must help Gazoo, an alien friend, rebuild Gazoo's time machine. Then they'll go after Dr. Turner to get Dino and Hoppy back—no matter what it takes!

CONTROLLER ACTION

BASIC MOVES

CONTROL PAD

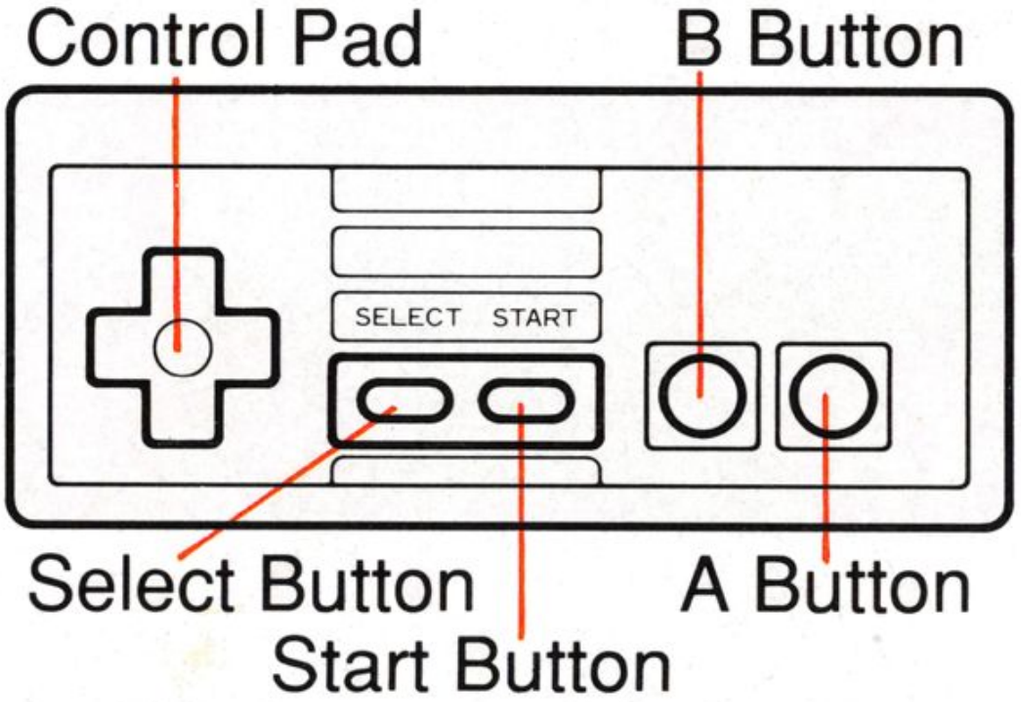
The Control Pad lets Fred move or jump to the left and right. Press the Control Pad and the A or B Button for climbing or using special weapons.

A Button

Press the A button so Fred can jump into the air or grab a ledge. To hang onto the ledge, hold A down.

B Button

Press B to attack! To swing Fred's club, only push B. Press B and up on the Control Pad for special items.



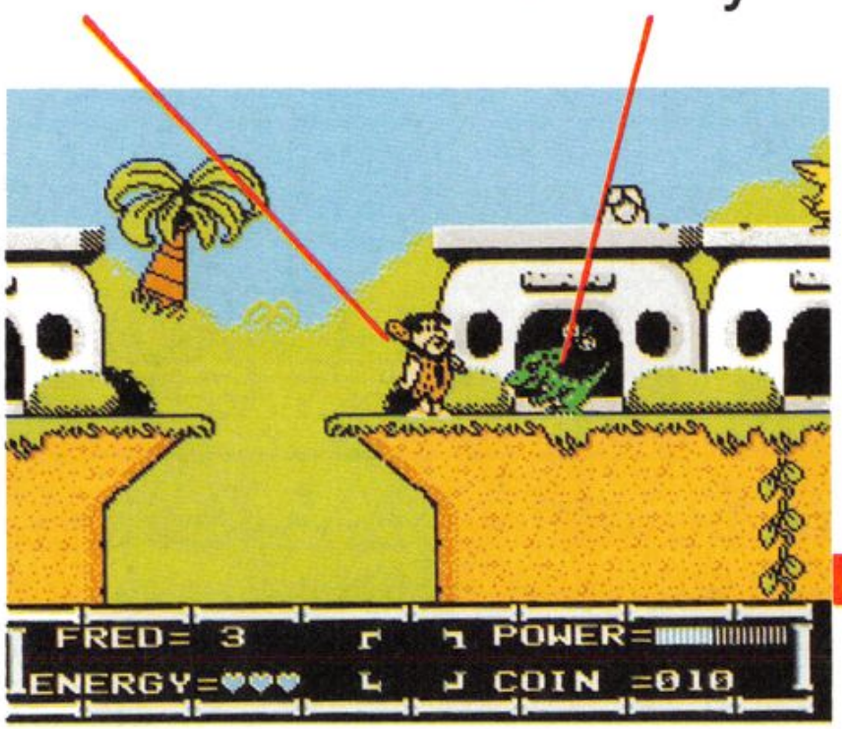
Start Button

Pressing the Start Button will call Gazoo to help you out.

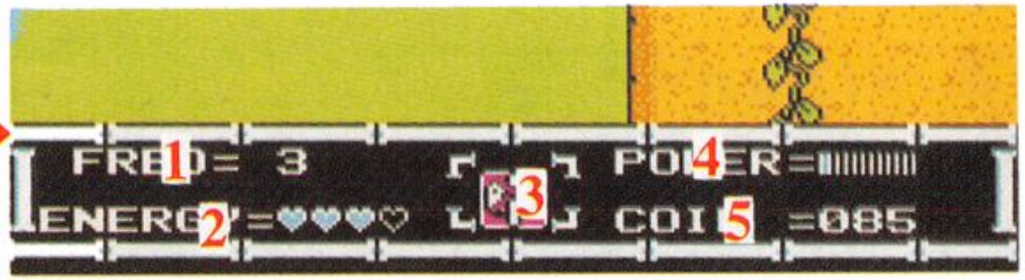
Select Button

To choose which special item you'll use, push the Select Button.

SCREEN DISPLAY



On screen you'll see the area surrounding Fred, as well as a status window that shows how he's doing. You can also use the status window to speak with other people.



1 This shows how many lives Fred has left. Watch it closely!

2 Here you see Fred's health meter. You'll start with 3 full hearts.

3 The special weapon Fred is using appears here. To see what else he's carrying, press Select.

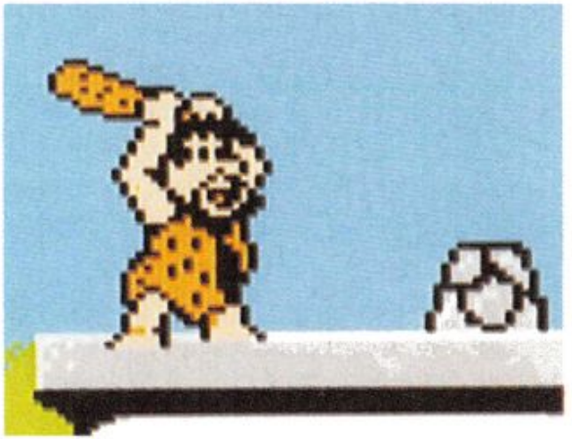
4 The Power Meter measures Fred's strength.

5 Use this indicator to keep track of how many coins Fred has.

STONE AGE PLAY

Join the Club!

The traditional weapon of the Stone Age is the simple, yet effective club. Fred uses his club to stop prehistoric animals, konk criminals, and open up barrels. For every ugly beast or bad guy Fred subdues, he collects a bounty.



Perma-Club

Fred's club is a part of him, and he carries it wherever he goes.

Ready, Aim...

Fred prefers the powerful over-the-shoulder club swing.

POW!

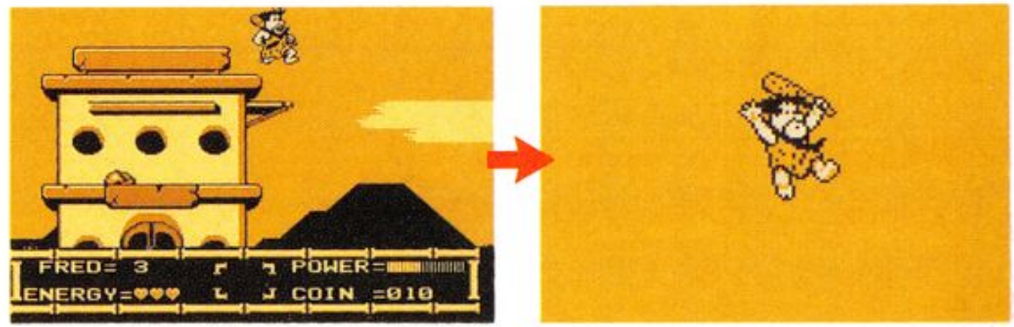
Down goes the enemy and up goes Fred's coin collection.

GETTING AROUND

When Fred goes around Bedrock, he'll have to run, jump, maybe even fly. For a man of his age and weight, that's going to be no small job! But Fred wants to rescue Dino and Hoppy so much, he should be able to do it...

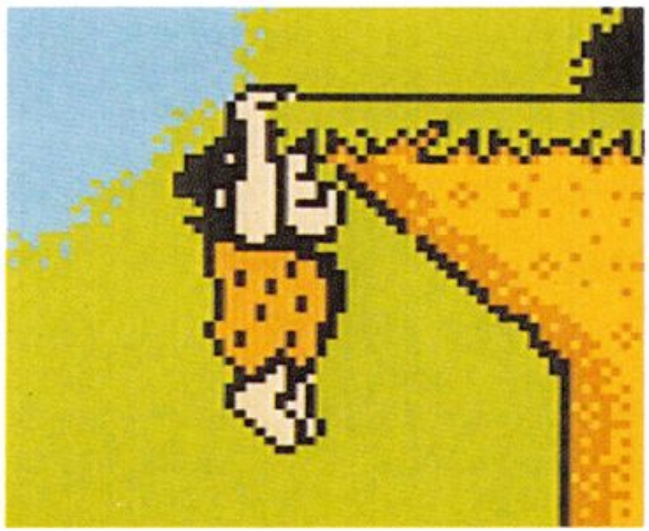
Long Jump

Fred can still jump over things if he gets a boost from a catapult or shop awning.



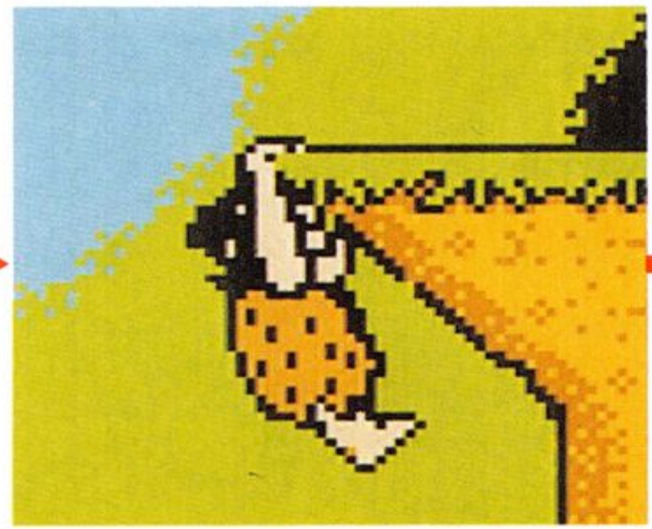
Clingin'

Fred can hang onto narrow ledges if you press and hold the A Button...



Swingin'

...hang there until it's safe to swing up, and then...



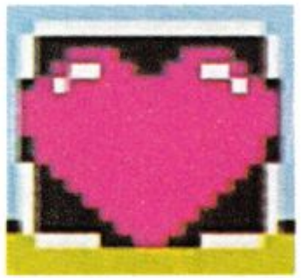
Flingin'

...fling himself upward if you hold A down and press up on the Control Pad.

ITEMS

Heart

Getting this heart will refill one empty heart in Fred's health meter.



Break open barrels to find bonus items and weapons. Just one quick smash of the Club will do.

Bronto Burger

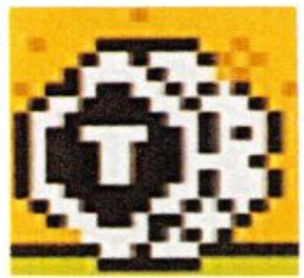
The delicious, protein-packed Bronto Burger increases Fred's strength. When the meter fills up, watch out!

X-tra Life

Collecting a Fred portrait gives Fred one more life.

Coins

Collect the coins to use special weapons like slingshots, axes, or even boomasaurus eggs.



Cactus Coolers

Cactus Coolers add one EMPTY heart to your health meter. You have to fill it somehow.

FRED'S DEFENSE

Weapons

Slingshot

The slingshot slings shots (get it?) in the direction Fred is facing, one at a time.

Bomb

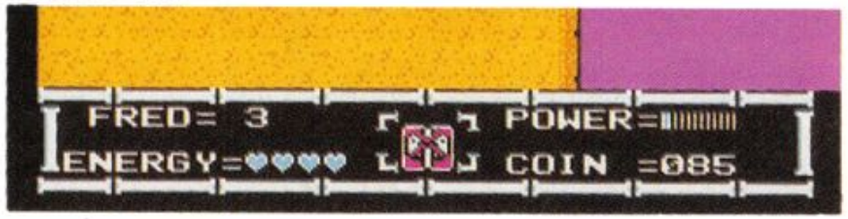
The boomasaurus egg hatches in a huge, fiery explosion, so get away quick!

Axe

The axe is excellent for reaching enemies when the Club is too short.

Weapon Selection

Press Select to cycle through your weapons and make a choice. You must collect a weapon before you can use it.

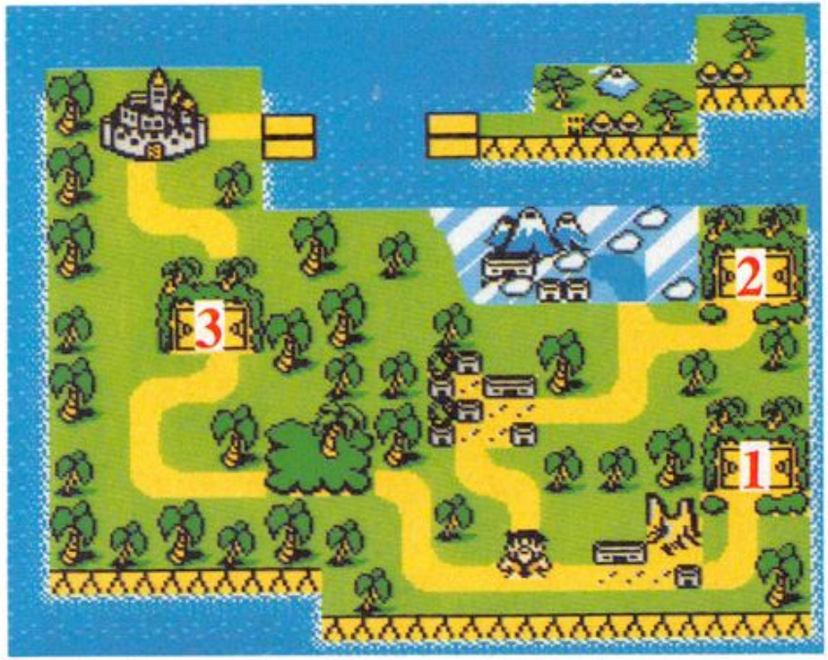


STRATEGY

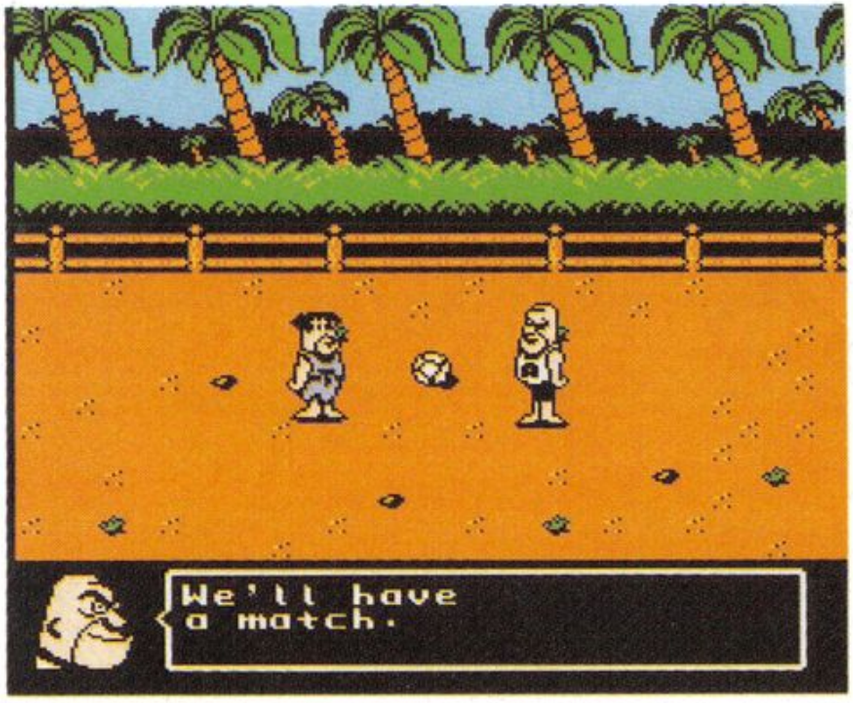
Fred's Club is the best weapon for enemies at close range. But sometimes, like with the boomasaurus egg, you want to be far away! Each weapon combines benefits with problems, so consider carefully.

BASKETBALL COURTS

Fred may need Hard-Head Harry, the Basketball Bully, to help him find the missing time machine parts in Bedrock. But first he has to beat Harry in a basketball duel!



1 This court, near the beginning of the game, offers a good opportunity for run-and-gun offensive play.



2 On the court at the center of the city, take your points wherever and whenever you can. Strategy is less important here.

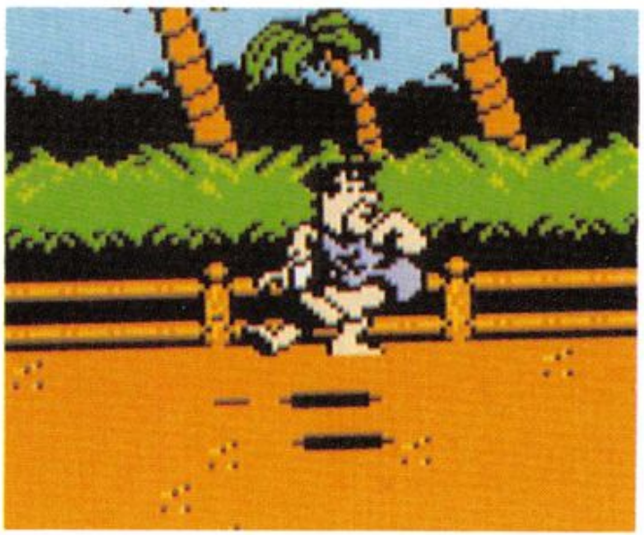
3 Dirty play is practically the rule at this court on the "wrong" side of Bedrock. The law here is, "No ambulance—no foul!"

BASKETBALL PLAY

Fred was an awesome basketball player—in his caveman days. But he should still be able to stand up to Harry once he learns the rules. Picking up and carrying the ball comes naturally, and shooting is easy.

Ball Bump

Any time Fred is close to Harry, and Harry has the ball, Fred can try to bump him and make him drop the ball. Move Fred close, then hit the B button.



Bird Dunk

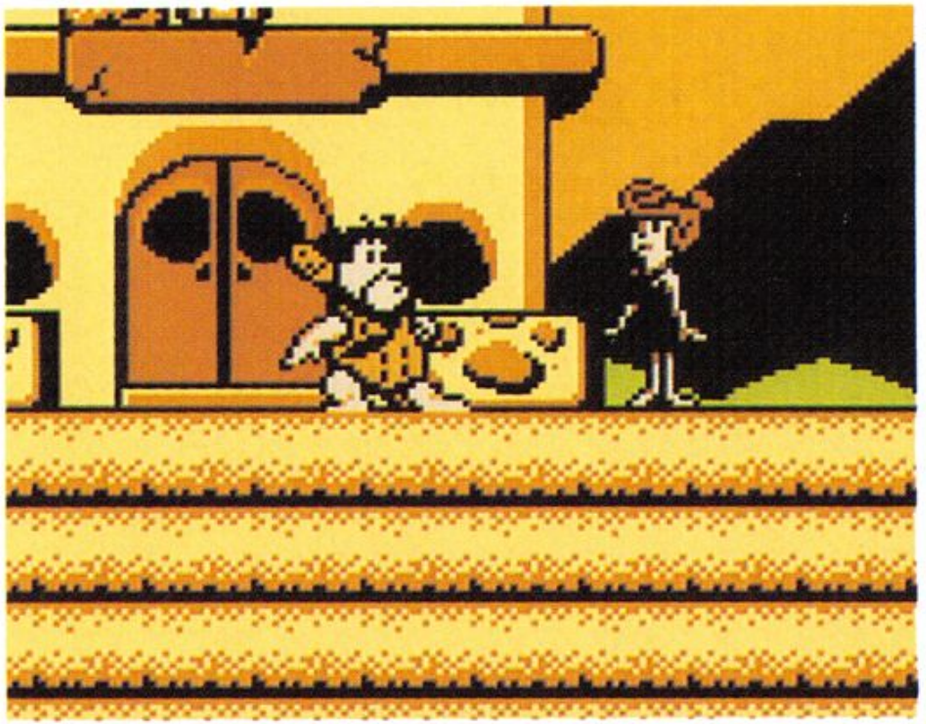
When you are near the hoop—er, pelican—press A to set up for the shot, then hit B to release the ball. Make sure the basket is open, or you'll get a rim shot!

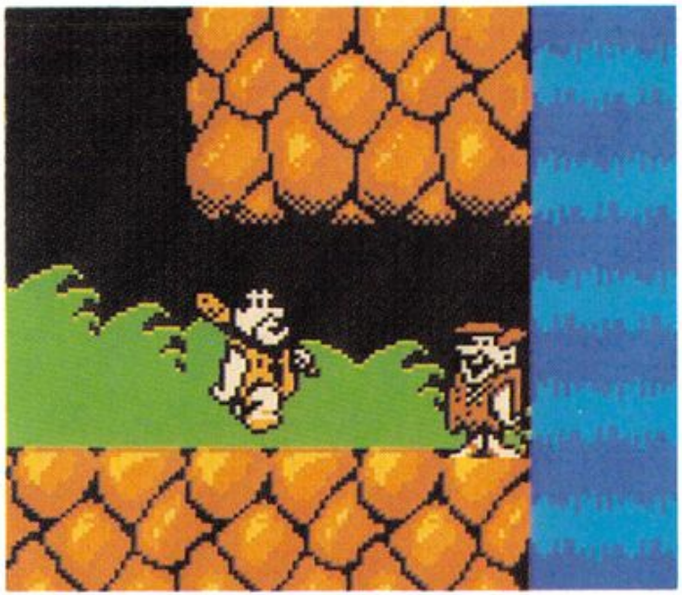
YouTie, YouLose

Harry doesn't feel generous today, so you really have to defeat him. You don't get overtime if you tie, so you must win in regular time.

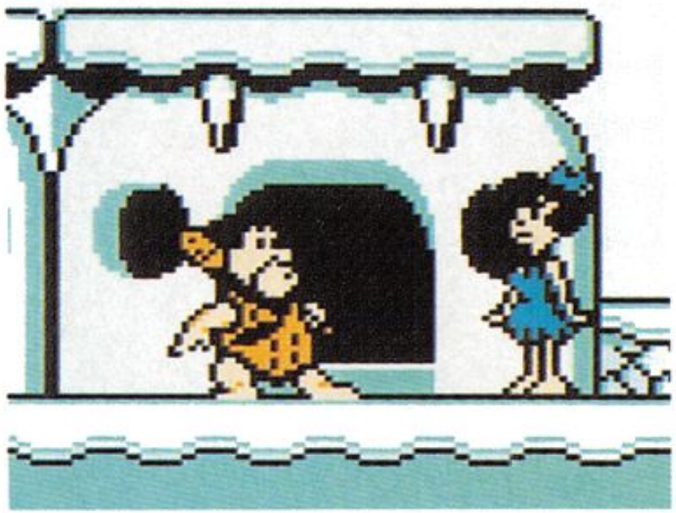
A FEW TIPS...

Even if Fred is doing great on his own, he may still get important information from others. Watch for Wilma, Betty, Barney, and anyone else who looks helpful. If you spot someone like this, approach them and strike up a conversation. They may give you very handy items, or just a friendly word of advice. Fred can even get help from a few citizens of the 30th Century, once he gets there, so he shouldn't feel backward about talking to them.

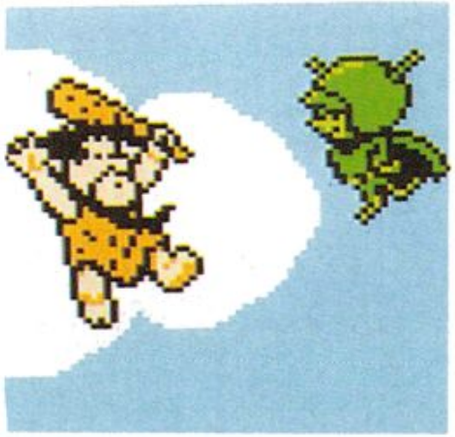




Pay attention to what these people say. It will be valuable information, and they'll probably tell you a few things you didn't know!



GAZOO'S CLUES



Once you've won the prizes from Hard-Head Harry, the Great Gazoo will help you take care of them. Just press Start to call Gazoo, and choose your prize. When you've finished with the item, Gazoo will take it back and guard it for you.

Wings

With the wings, Fred can fly over dangerous areas or deadly animals. As soon as Fred lands, Gazoo puts away the wings to keep them safe until next time.

Jumpers

Harry's Hoppasaurus can leap loooong distances while carrying Fred safely in her pouch. Once you've taken a super jump, Gazoo returns the Hoppasaurus to Harry.

Flippers

This prehistoric skin-diving suit lets Fred swim around in Lake Bedrock. Of course, the fish are still hungry and dangerous, but at least Fred won't drown (probably).

TAITO AMERICA CORP. LIMITED WARRANTY

Taito America warrants to the original purchaser of this Taito product that this cartridge is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito product is sold "as is" without expressed or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from the use of this product. Taito agrees for a period of ninety (90) days to either repair or replace , at its option, free of charge, this Taito product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Taito software product has arisen through abuse, unreasonable use, mistreatment or neglect . THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TAITO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MECHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90)DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TAITO BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TAITO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee the interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

*Reorient the receiving antenna
*Relocate the NES with respect to the receiver
*Move the NES away from the receiver
*Plug the NES into a different outlet so that the computer and receiver are on different circuits

If necessary , the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington,DC 20402, Stock No. 004-000-00345-4.

Taito America Corporation
390 Holbrook Drive -- Wheeling, IL 60090

TAITO™

THE ONLY GAME IN TOWN

390 Holbrook Drive -- Wheeling, IL 60090

Printed in Japan